

- B1
A
1. (Amended) A method of gathering data from a database, comprising:
storing within a database table, objects containing image data, said database table comprising at least one row including objects having multiple data types, each data type being stored within a different column within said database table;
receiving, in a server system, objects extracted from at least one row of said database table in response to a request received from a client system, the objects corresponding to one or more layers; and
in the server system, combining the objects and creating a file containing a representation of the image data for communication to the client system.
 2. The method of claim 1, wherein receiving the object comprises receiving objects extracted from an object relational database.
 3. The method of claim 1, wherein creating the file comprises creating a markup language file.
 4. The method of claim 3, wherein creating the markup language file comprises creating a Virtual Reality Markup Language file.
 5. (Amended) The method of claim 1, wherein said objects contain geospatial data.
 6. (Amended) The method of claim 1, wherein said objects contain geospatial data and said multiple data types include at least one of the following elements: points, lines, and polygons.

7. (Amended) The method of claim 1, wherein said objects contain geospatial data and said multiple data types include at least one of the following elements: an image, points, lines, and polygons.

8. The method of claim 7, wherein combining the objects comprises combining two or more of the image, points, lines, and polygons.

9. The method of claim 8, wherein creating the file comprises creating a Virtual Reality Markup Language file.

10. The method of claim 1, further comprising receiving a request for plural layers of image data, and wherein receiving the objects comprises receiving objects extracted from the database for the plural layers.

11. The method of claim 10, wherein creating the file comprises creating a Virtual Reality Markup Language file.

12. The method of claim 10, further comprising:
displaying image data represented by the Virtual Reality Markup Language file in the client system; and
generating the request for plural layers of image data in response to an interactive user action with respect to the displayed image data.

13. (Amended) A system comprising:

a database including a database table, said database table comprising at least one row including objects containing geospatial data, said objects having multiple data types, each data type being stored within a different column within said database table;

an interface to said database system;

an interface to a client system; and

a controller adapted to receive a request from the client system, receive objects containing geospatial data extracted from the database system in response to the request, and combine the objects into a file that provides a visual representation of the image data.

14. The system of claim 13, wherein the database system comprises an object relational database system.

15. (Amended) The system of claim 13, wherein said multiple data types include at least one of an image, points, lines, and polygons.

16. Canceled

17. The system of claim 13, wherein the file comprises a markup language file.

18. The system of claim 13, wherein the file comprises a Virtual Reality Markup Language file.

19. (Amended) An article comprising at least one storage medium containing instructions that when executed cause a server system to:

receive a request from a client system for data in a database, said database including a database table, said database table comprising at least one row including objects containing geospatial data, and said objects having multiple data types, each data type being stored within a different column within said database table;

receive objects from the database in response to the request; and
combine the objects into a file to represent an image that is a composite of the combined geospatial data.

20. (Amended) The article of claim 19, wherein the instructions when executed cause the server system to combine the objects into a Virtual Reality Markup Language file.

21. (Amended) The article of claim 19, wherein the instructions when executed cause the server system to receive objects having multiple data types including at least one of an image, points, lines, and polygons.

22. (Amended) The article of claim 21, wherein the instructions when executed cause the server system to receive objects containing the image, points, lines, and polygons from different columns of said database table.

23. The article of claim 22, wherein the instructions when executed cause the server system to receive objects from an object relational database system.

31
24. (Amended) The article of claim 19, wherein the instructions when executed cause the server system to receive objects associated with a plurality of layers of an image.

25. (Amended) The article of claim 19, wherein the request received from the client system is for a first layer of the image, the instructions when executed further causing the server system to receive a second request from the client system for a plurality of layers of the image.
